

Creating *Design A* - Ishigame Travel, Inc.

Instructions for Dreamweaver 2004 MX

Introduction

In case you skipped the information in the lesson and went straight to these instructions, good luck.

For those of you who actually read the information in the lesson, you should be ready to proceed. You will know that you are about to recreate the opening page for the Ishigame web site. These instructions are for *Design A* in Dreamweaver 2004 MX®.

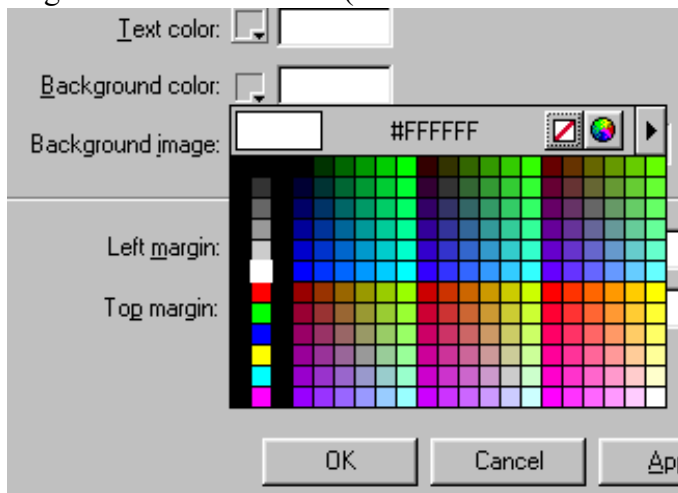
In order to create the page so it will function as a web page in a web browser, you need to understand the necessary table structure for creating the design (for bringing the design to life). Here is an image of the table structure for *Design A* :



Steps for Turning the Design into a Web Page

1. Begin by opening *Dreamweaver*. These steps have been written for Dreamweaver 2004 MX, but any version of Dreamweaver should be able to be figured out by following these instructions. Dreamweaver is the web page editor by Macromedia and MX versions include options for integrating databases into web sites. A project on integrating databases into web sites is included within eCommerce Course 2.
2. The basics for opening and getting around Dreamweaver will not be given in this lesson. That information is left up to your instructor to provide. However, where to click for accomplishing this assignment are given in as much detail as possible so those just beginning with Dreamweaver or those with some experience with it should be able to follow along equally.

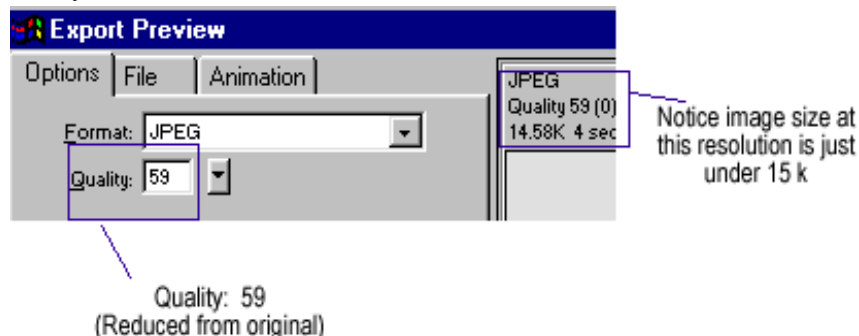
3. First of all, make sure the page will display with a white background regardless of the browser settings on the computer being used. To do this, click **Modify, Page Properties**. Then change the Background Color to White (hexadecimal value of #FFFFFF). Here is a screen shot of this:



For more

- information on web color, refer to the *Web Color* lesson. You can access this lesson through the Additional lessons provided at the end of Unit 2 within the online course.
4. Now add a Table to the page that is 750 pixels wide by 400 pixels high. These are the same dimensions as the design you created in Fireworks®. You are creating a table with one row and one column so you can place the background in it. Here is what you select within Dreamweaver: **Insert, Table**.
5. When the Table dialog box displays, select 1 row, 1 column, 0 for border thickness, 0 for cell padding, and 0 for cellspacing.
6. The image of the plane is actually part of a background image, that is the exact same height and width of the table. Complete the following steps in **Fireworks®** to create the background image for your table (and consequently, your page):
- Open Fireworks® and create a new image that is 750 px wide by 400 px high -
File, New
The New dialog box opens. Set the height of the image to 400 px and the width to 750 px.
 - Now insert the airplane.jpg image onto the canvas.
In Fireworks 4, click: **Insert, File**. Then browse to the airplane.jpg image and double click on it.
In Fireworks MX, click: **File, Import**. Then browse to the airplane.jpg image and double click on it.
 - Move the image to the left side of the canvas.
 - Export the image as: **background.jpg** To do this, complete the following steps:
File, Export Preview...
Format: jpg

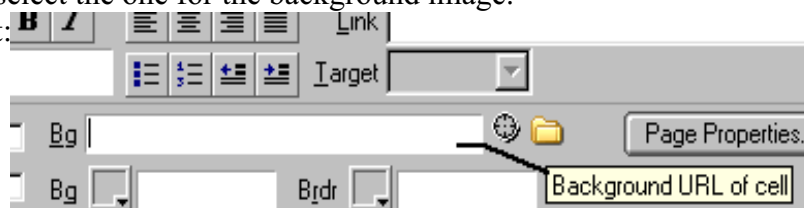
Optimize the image by adjusting the quality to make the image 15 Kilobytes or less. Here is an illustration of how to tell:



Then click [Export] and save the image in the folder you created for the site.

7. Now add the image to the background of the table. Within Dreamweaver, click within the Table. Look towards the bottom of the monitor for the **Properties** of the table. Look for the **Bg** input box. There are two - one for a background image and one for a background color. You want to select the one for the background image.

Here is a screen shot:



Click on the yellow folder to the right of the input box to Browse to the image you want to use for the background. You want to look for the image you just exported of the airplane.

8. That takes care of the first table. Look again at the page you are creating within a web browser such as Internet Explorer or Netscape. To do this, complete the following steps:
 - a. Click *File, Save As...* and save the file in the folder you created for this project. Save the file as **index.html**. The filename *index.html* is the name most web servers are programmed to identify as the home page for a site.
 - b. Once the page is saved, then open Internet Explorer or Netscape and click *File, Open*. Then click [Browse...]. Locate the file you just saved and open it.
 - c. Depending on the browser you are using, you may or may not see the jetplane background now on your page. If you are using Netscape, you won't see it yet, until you place something in the table (keep in mind that the plane image isn't actually content within the table - it is the background image). If you are using Internet Explorer, you will see the background display on the page.
9. If you read all of the previous step, you read, keep in mind that the plane image isn't actually content within the table - it is the background image. Now that you have the background added to the table, you are ready to add the rest of the content. Please look at

the image; study it. How would you establish the layout? There are three options:

a. 1st option:

Add the *Ishigame Travel, Inc.* logo to the page
Then add a table with one row and two columns for the menu
Then add the images of the flags

b. 2nd option:

One table with three rows and 2 columns. Then span the first and third rows across 2 columns.
Insert the *Ishigame Travel, Inc.* logo within the first row
Insert the site navigation within the first cell of the 2nd row
Insert the image of the 2 flags within the third row

c. 3rd option:

One table with three rows and a table width of 750 px.
A second table with two columns placed within the 2nd row.
Insert the *Ishigame Travel, Inc.* logo within the first row
Insert the site navigation within the 1st cell of the 2nd table in the 2nd row.
Insert the image of the 2 flags within the third row.

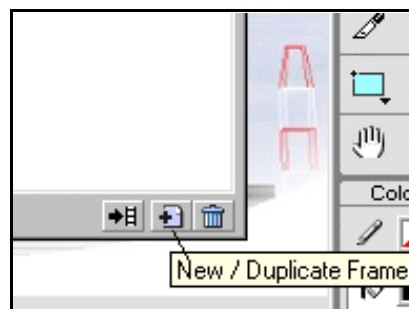
Note: If you are asking yourself, Why does the second row need to be split into 2 columns? The answer is it does not if the site navigation isn't going to include a rollover affect. In other words, change color when the site guest rolls over the menu options. Splitting the row, in one of the three above ways, helps to keep the site navigation placed on the page where the design intends for it to display, especially when there are rollovers applied.

10. To simplify the steps, we will select one of the options to explain. Your instructor may wish to run through with you the steps for the other 2 options listed above. Within this lesson, you will be given the steps for the 1st option outlined above.
11. Within table you just created, add the *Ishigame Travel, Inc.* logo to the page. Click **Insert, Image**. Select the image: **co_title.gif** and insert it.
12. Add an ALT attribute to the image, which is the yellow tag that pops up when a site guest rolls the mouse over the image. To do this, the **Properties** for the image should be displaying near the bottom of the monitor. If it isn't then right click on the image and select: **Properties**
13. Now add the table with one row and two columns below the image. First of all, press **[Shift] [Enter]** to force a new line.
14. To add a table, click **Insert, Table**. Create a table with 1 row and 2 columns. Set the **width** to **750 px**, **cellpadding** to **0**, **cellspacing** to **0**.
15. You will place the site navigation within the first cell of the table, but first you need to edit the navigation in Fireworks, which you will do after completing a few more steps.
16. Now add the flags image right below the table. First of all, add another line break by

- pressing **[Shift] [Enter]**
17. You should have created and exported the image of the 2 flags together as one image in Fireworks. The filename of the image is known to only you, as you are who created the image. Therefore, now insert the image 2 flags. Do this by clicking **Insert, Image**. Be sure to include a descriptive ALT attribute to the image.
 18. Save the file again and view the changes to the page in your browser. If you never closed the browser, click on that window, and Refresh the page. The page will be complete once you add the site navigation to the page. Within Dreamweaver, you can preview the page in a browser by clicking on the little World icon along the top of the document.

Creating the Site Navigation in Fireworks

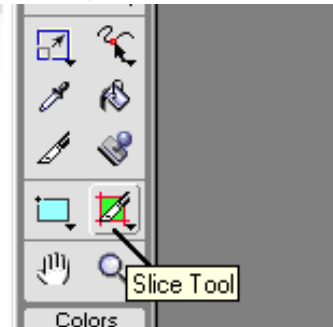
1. The purpose of this exercise is to teach you how to create site navigation that changes colors when the site guest rolls the mouse over the menu options. If you would rather not learn to do this, you may simply add the [*sitenavigatio.gif*](#) image where the ** are within the TABLE. However, if you want to learn how to do this, continue with the following steps.
2. You should have saved the file by the name of: [*sitenav_designA.png*](#) from the online lesson. If you didn't, then return to the lesson and save the file. Then open the file within Fireworks®.
3. With the [*sitenav_designA.png*](#) file open within Fireworks, your file may look different, depending on the available fonts on the computer you are using. To create a site navigation image that changes colors when the site guest rolls the mouse over the image, more than one frame is needed. So click *Window, Frames* or press **[Shift] [F2]** on your keyboard to display the Frames dialog box. Then add a 2nd Frame to the image by clicking the + at the bottom of the Frames dialog box as shown:



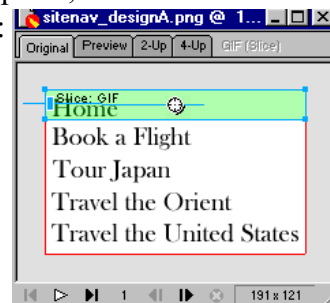
4. Then select again Frame 1 within the dialog box and press **[Ctrl] [a]** to select all menu options within Frame 1. Then select **[Ctrl] [c]** to copy all menu options.
5. Now select Frame 2 within the dialog box to reveal Frame 2 and press **[Ctrl] [v]** on your

keyboard to *Paste* the menu options within Frame 2.

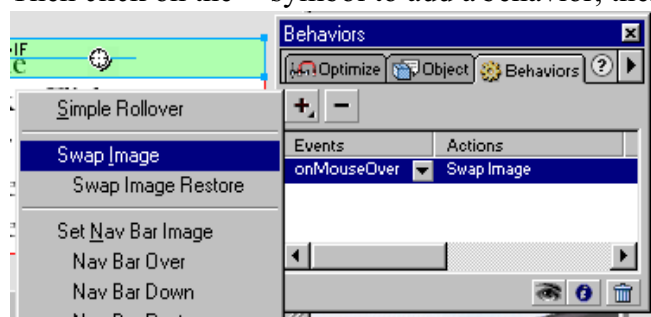
6. With all menu options still selected in Frame 2, change the color displaying next to the Paint can icon in the Tool bar. All menu options in Frame 2 will change to the color selected.
7. Now you need to turn this image into an image map. An image map is one image that links to more than one page or URL. This image map will be cut into slices, because the menu options change as you roll over them. Therefore, return to Frame 1 of the image and click on the Slice Tool within the Toolbar:



8. With the Slice Tool selected and making sure you are in Frame 1 of the image, draw a the slice tool (green box) across the first menu option, which is listed as: Home. Draw the box across the width of the image, as shown:



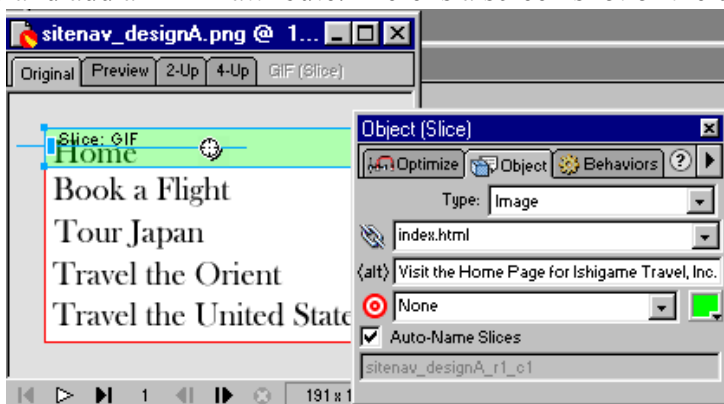
9. To make the menu option swap with the same area of the image in Frame 2 when a site guest rolls over the image, bring up the *Behaviors* window/dialog box by clicking **Window, Behaviors**
10. Then click on the **+** symbol to add a behavior, then select: **Swap Image** as shown:



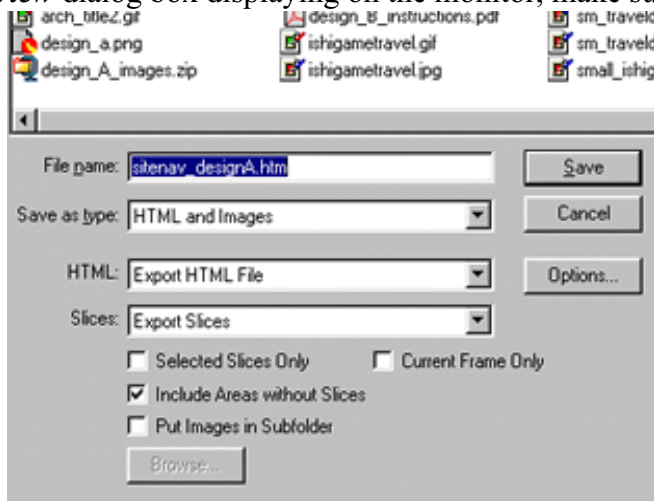
11. The Swap Image dialog box will display. The default is to swap the selected area with Frame 2. This is correct in this case, so select: [OK]
12. Now link the area of the image to the filename for the home page of the web site.

Remember this filename is: **index.html** To link the area of the image to the page, display the **Object** dialog box. There are a couple of ways to display this dialog box, but the easiest to explain is probably to state to click **Window, Object**

13. Enter the filename to link to and add an ALT attribute. Here is a screen shot of the dialog box to display an example:



14. Repeat steps 8-13 for each menu option
15. Resave the image.
16. With each menu option edited with a link and a Swap Image effect, you will Export the image from Fireworks. In order for the image map to work, the file needs to be added to a web page with the appropriate JavaScript and HTML added to it. But we will let Fireworks add that to the page for us. So the first step is to click: **File, Export Preview**
17. With the **Export Preview** dialog box displaying on the monitor, make sure the following options are selected:



- a. Save as type: **HTML and Images**
 - b. HTML: **Export HTML File**
 - c. Slices: **Export Slices**
18. Ensuring these options are selected will ensure the file exports properly and the image is added to a web page with the appropriate JavaScript and HTML to make the image map function on a web page.

Adding the Site Navigation to the Home Page

1. Now within Dreamweaver, open the new HTML file that you just generated in Fireworks when you exported the site navigation. The HTML file you will open will have the same name as the image you just exported.
2. Within Dreamweaver, click the **Code** button along the top of the document to reveal the HTML of the page. Please look at the HTML and JavaScript on the page. You will copy and paste some things from this page to the **index.html** page that you have been making for the site. Here is what you copy and paste:
 - a. In the web page you just generated when you exported the image, locate the `<Script>` and `</Script>` tags that are located between the `<HEAD>` and `</HEAD>` tags. Highlight the entire script; the `<Script>` and `</Script>` tags and everything in between. Then select **Edit, Copy**.
 - b. Go to the HTML of the **index.html** page (also click the **Code** button along the top of the document on this page) and between the `<HEAD>` and `</HEAD>` tags, *Paste* the `<SCRIPT>` you just copied.
 - c. Back to the web page you generated when you exported the image, locate the `<BODY>` tag. Highlight the entire tag; this tag includes an OnLoad event handler which helps parts of the image rollover to load when the page loads, therefore making the image rollovers work faster within the page. With the entire `<BODY>` tag highlighted, right click and select: **Copy**
 - d. Now switch to the **index.html** page and highlight the `<BODY>` tag that is on this page. Delete it and in its place, *Paste* the new BODY tag from this other page.
 - e. Return to the page that was generated when you exported the image and located the `<TABLE>` and `</TABLE>` tags. Highlight the entire table (these two tags and everything in between). And select **Edit, Copy**.
 - f. Now switch to the **index.html** page and locate the two * * on the page. Delete them and in their place, *Paste* the `<TABLE>` tags.
 - g. Resave the page, and again preview the **index.html** page within the web browser by clicking the little Globe (world) icon, located along the top of the document window.